# DURELL software

## Harrier Attack!

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COMMODORE 64

**Pure machine code**

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## HARRIER ATTACK

### LOADING INSTRUCTIONS

Place cassette tape in recorder and rewind to beginning of tape. While holding down the SHIFT key press the RUN STOP key and then press the PLAY control on your cassette recorder. Do not stop the recorder until the computer asks you to choose a skill level between 1 and 5. Level 1 is the easiest and 5 the most difficult.

### PLAYING INSTRUCTIONS

Your mission is to fly your Harrier over enemy territory to attack and destroy the enemy base and then return safely to your ship. To achieve this you have to take off from the ship and fly to the right, over the sea and the enemy positions, until you reach their base. You'll be under constant attack during the flight from enemy aircraft, rockets and ground-to-air missiles, plus flack from anti-aircraft guns. You may attack and destroy enemy targets (coloured black) with either bombs or rockets, but remember to leave enough in reserve to bomb the enemy base and then defend yourself during the return flight. Similarly it is important to leave enough fuel in your tanks to get back to the ship. Flying at about three-quarters speed gives maximum fuel economy. Flying at full speed, hovering or flying backwards burns up fuel rapidly. After bombing the enemy base you must return to the left to get back to your ship, as flying past the base takes you out over a jungle. The game can be played either from the keyboard alone, or from joystick and keyboard combined. We recommend using the keyboard only, as this is more sensitive than a standard joystick, and gives the Harrier a faster response. If a joystick is used it should be plugged into PORT 2.

### CONTROLS

| Joystick | Keyboard | Function |
|---|---|---|
| ← | Z | fly left and accelerate |
| → | X | fly right and accelerate |
| ↑ | F5 | higher (and take-off) |
| ↓ | F7 | lower (and land) |
| ● | F3 | bomb release |
|  | C | slow down and fly backwards |
|  | space-bar | fire rocket |
| RUN or CTRL or C= | | eject |

Controls can be used together to produce full flying effects. Try pressing Z,X and F7 together! You will need to develop clever flying techniques to evade the guided missiles.

### SCORE

| | |
|---|---|
| Enemy building | 1500 |
| Enemy aircraft (forced to crash) | 800 |
| Enemy aircraft (shot down) | 1000 |
| Land-based weapons | 200 |
| Patrol boat | 1000 |
| Safe landing | 1000 |

### RADAR

At the top of the screen your radar scan will warn of approaching enemy aircraft. A black bar appears in the top left or top right corner depending on direction of attack. At low skill levels plenty of warning is given, but at high skill levels the time is much shorter. The maximum speed of the enemy aircraft is lower than the Harrier, so it can be chased and shot down even if it appears to have left the screen. However if you wait too long before giving chase it will climb out of range.